

ADVENTURES are available for Pet™, Sorcerer™, Apple™, TRS-80 Microcomputer.

Master these ADVENTURES!

This is a mini-version of ADVENTURELAND with only 3 treasures and a smaller area to explore. Expect hours of entertainment (instead of weeks) of fun-filled ADVENTURING.

You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter WILD ANIMALS, MAGICAL BEINGS, and many other perils and puzzles. Can you rescue the BLUE OX from the quicksand or find your way out of the maze of pits? Happy Adventuring ...

"Yo ho ho and a bottle of rum ..." You'll meet up with the pirate and his daffy bird along with many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover LONG JOHN SILVER'S lost treasures? Happy sailing matey ...

"Good morning, your mission is to ..." and so it starts. Will you be able to complete your mission in time? Is the world's first automated nuclear reactor doomed? This one's well named, challenging, and radiates with plenty of suspense. Good luck ...

Count Cristo has had a fiendish curse put on him by his enemies. There he lies, with you, his only hope. Will you be able to rescue him or is he forever doomed? Beware, the Voodoo Man ...

You wake up in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here, and WHY did the postman deliver a bottle of blood? You'll love this Adventure, in fact, you might say it's LOVE AT FIRST BYTE ...

Marooned at the edge of the galaxy, you've stumbled on the ruins of an ancient alien civilization complete with fabulous treasures and unearthly technologies. Can you collect the treasures and return or will you end up MAROONED FOREVER ...

Once you manage to get past the ticket counter you will find days of fun in this Fun House Adventure. However, beware as this is one of the most difficult in the series, to date! Are you a master of mystery ...

On a trek through the vast uncharted center of the Sahara Desert in search of a missing explorer, you come upon a pyramid recently exposed by the shifting sands. Will you be able to collect its treasures and escape? Or will you join its denizens for that long eternal sleep?

Explore a deserted western mining town in search for treasures. Just remember partner, "they don't call 'em GHOST TOWNS for nothin' ..."

*Recommended for the novice adventurer, with many built-in HELPS!

Look who's raving about ADVENTURE

"Highest rated games are the Adventure games"
Robert Purser Edition 7 CCR

Declared a true "Classic."
Computer Cassettes Review

"Adams' Adventure is exquisite. It is a true tour-de-force ..."
Recreational Computing

Out of 50 programs reviewed, Adventure was rated No. 1!
"Highly recommended."
80 Software Critique

"I highly recommend these programs."
80 US Journal

"... Truly absorbing simulations. These games require you to be inquisitive, innovative, a thinker, a risk taker, a logician, a warrior, and a lover of real challenges — in short, an Adventurer."
Ramon Zamora, Recreational Computing Issue 4

"... I LOVED IT! There was a real challenge to this program, unlike some lesser things I've seen."
Captain 80, 80-Microcomputing Issue 1

"... It is worth the money to buy a computer just to play 'Adventure'."
Software Directory Winter 1980

Adventures by Scott Adams are available through your local dealer or favorite mail-order house.

Your Local ADVENTURES Dealer.



adventure international

Box 3435 - Longwood, Florida 32750 - (305) 862-6917

Adventures are
Disruptingly addictive,
Virtually thrusting
Egos into
Narcosis - beware!
Time itself
Unravels while
Risking these
Enchantments by
Scott Adams.

A close-up photograph of two bald eagles. They are perched closely together, facing slightly to the left. Their heads are white with dark eyes and yellow beaks. Their bodies are covered in dark, mottled feathers. The background is a solid, bright blue.

By definition, an adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, Adventure is that and more.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a fun house, in the briefing room of a nuclear plant, in a desert, etc. The top portion of your video display will tell you where you are and what you can see; the bottom section of the display is de-

By using two-word commands you move from location to location (called “rooms” although some rooms represent outdoor sites such as a swamp), manipulate objects that you find in the different rooms (pick them up, put them down, carry them, light them, etc.), and perform actions as if you were really there.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game.

In finding how the pieces fit, you will be forced to deal with unexpected events, apparent dead ends and Scott's humor, which is one of the best parts of the puzzles. (For an example of his cleverness, read the advertisement next to the bottomless hole.)

Adam's series is based on a program developed by Will Crowther and Don Woods of Stanford on large computer systems. But in creating his own Adventures, Scott has done a service to the microcomputer world: he has taken



If you're tired of video games of bouncing balls or shooting at targets; if you're ready for an intellectual challenge that transports you to new worlds of experience; if you want to see what a skilled programmer can do with a micro, invest in one of Scott Adams' games. An early Adventure (Adventure Land or Pirate's Adventure) is a good place to start because the more Adams creates, the tougher his puzzles get.

Consider scenarios for children studying geography or history in which the permeable paths of learning a particular problem are dictated by the social constraints under which those societies operate. What better way to understand a foreign culture than to give the pupils of that culture? Or how about super-complex scenarios in which the solving of one problem leads you through the door of another that could begin the cycle all over again for several generations' progress have to be solved in order to complete a major problem.

by Ken Mazur

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